Old Dusty Furniture

Created: April 5, 2018 for Unity versions 2017.3.1f1 and above
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Overview

The contents of this package include prefabs and a demo scene showcasing all of the available PBR textured models/props. These are STATIC meshes,meaning each model does not have animatable pieces and are better suited for background and environment purposes.These are low to mid polygonal count meshes.Two meshes do not have back sides. Details on each piece are as listed:

Prefabs

1.Bench:*Tris- 812, 4k texture map shared(Seats_All Mat)*

2.Chair:*Tris-1,600, 4k texture map shared(Seats_All Mat)*

3.Couch:*Tris-1,248, 4k texture map shared(Seats_All Mat)*

4.Cabinet1:*Tris- 884, 2k texture map shared(Cabinets Mat)No backside mesh*

5.Cabinet2:*Tris-572, 2k texture map shared(Cabinets Mat)*

6.Chandelier1:*Tris-12,368 , 2k texture map shared w/emiss(LightsOn Mat)*

7.WallLight:*Tris-1,256 , 2k texture map shared w/emiss(LightsOn Mat)*

8.Chandelier2:*Tris-3,348 , 1k texture map(Chandelier2 Mat)*

9.DeskClock:*Tris-1068, 1k texture map(DeskClock Mat)*

10.Fireplace:*Tris-2,960, 4k texture map shared w/emiss(Piano_Fireplace Mat)No backside mesh*

11.Piano&Seat:*Tris-2,964, 4k texture map shared(Piano_Fireplace Mat)*

12.Lamp:*Tris-829, 2k texture map shared w/emiss(LampsOn Mat)*

13.StandingLamp:*Tris-1088, 2k texture map shared w/emiss(LampsOn Mat)*

14.<u>OldClock:</u>*Tris-3,651, 2k texture map(OldClock Mat)*

15.<u>Table:</u>*Tris- 960, 2k texture map shared(Tables Mat)*

16.<u>RoundTable:</u>*Tris- 884, 2k texture map shared(Tables Mat)*

17.<u>ShelfUnit:</u>*Tris- 628, 4k texture map shared(ShelvesBooks Mat)*

18.<u>Books:</u>*Tris- 556 total(each book 36 tris), 4k texture map shared(ShelvesBooks Mat)*

Bonus

1.<u>Woodfloor Material</u>: *2k texture (tileable)*

Please Enjoy!

Thank you for your purchase!

If there are any issues with the package please feel free to email me.

Support email: Emilioe88@yahoo.com